

## **IN THE CLAIMS**

This Listing of Claims will replace all prior versions, and listings, of claims in the application.

### **Listing of Claims:**

Claims 1-5 (cancelled)

Claim 6 (new).          Piston (1) for an internal combustion engine, consisting

- of an approximately cylindrical upper region (5) for accommodating ring grooves, and
- of a lower region (6) having two bosses (7) for accommodating a piston pin, which are set back towards the central piston axis (8),
- whereby recesses (12, 12') are disposed in the upper region (5), in the region of the bosses (7), which are open towards the lower region (6), having undercuts (13, 13') molded into the region between the bosses (7) and the upper region (5)

wherein

the recesses (12, 12') are divided by at least one rib (17, 17') disposed in the radial direction, in each instance.

Claim 7 (new).            Casting method for the production of a piston, in which a casting mold having a pivoting window insert (14) for the production of recesses (12, 12') is used,

comprising the following method steps:

- Production of salt mold parts (15) with which the recesses (12, 12') and furthermore undercuts (13, 13') that project into the region between the bosses (7) and the upper region (5) of the piston (1) can be produced,
- Introduction of indentations in the salt mold parts (15) for the production of ribs (17, 17') disposed in the recesses (12, 12') and the undercuts (13, 13') during casting of the piston (1),
- Attachment of the salt mold parts (15) to the window inserts (14), in each instance,
- Casting of the piston (1),
- Pivoting away of the window inserts (14) from the finished, cast piston (1), whereby the salt mold parts (15) are released from the window inserts and remain in the piston, and
- Washing out of the salt mold parts (15) from the piston (1).

Claim 8 (new). Casting method according to claim 7, wherein the window inserts (14) have at least two cone-shaped extensions (16) onto which the salt mold parts (15), in each instance, are set.